SoundScape
user manual v1

4 Zone SoundScape

November 2014

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WELCOME

Thank you for purchasing the SoundScape.

The SoundScape is one of a range of products we offer specific to the heritage marketplace. We are confident that we have other products you will find useful and look forward to hearing from you again soon.

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1.WHAT IS THE SOUNDSCAPE?

The SoundScape allows you to easily create an immersive 4 speaker surround sound experience utilising 5 tracks of audio. 1 track operates as background audio and plays through all 4 speakers whilst each of the remaining 4 tracks play through an individual speaker.

Audio tracks are stored on 5 individual MicroSD cards (supplied) with individual volume control available for each via 5 dials on the rear.

2.SUPPORTED MEDIA FORMATS

The SoundScape supports audio in two formats;

- .mp3
- .wav

We recommend all files used be in .mp3 format, if you have issues playing any audio content we recommend you convert your audio using 'Format Factory', this can be downloaded for free here;

http://www.pcfreetime.com/

3.IN THE BOX

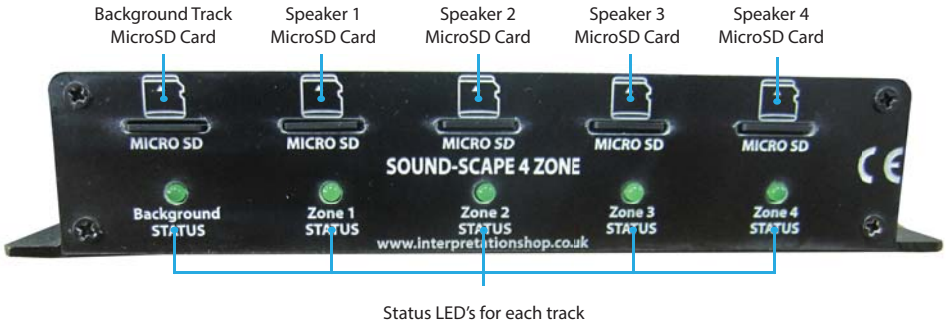
images for illustrative purposes only

4.SETUP INSTRUCTIONS

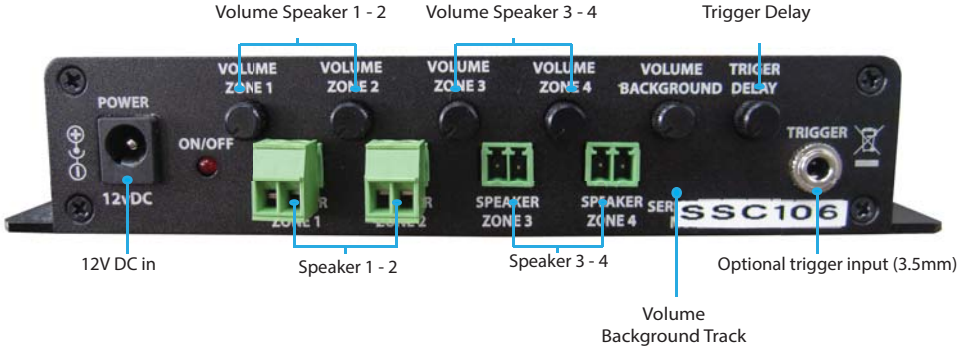
Setting up your SoundScape is simple. You will need the following:

- The SoundScape
- Power Supply
- Buttons or PIR (*if using button or PIR activated content, not included)*
- Speakers (*not included*)
- 5x MicroSD Cards with content on (*see programming section*)
- Terminal blocks for speakers
- Screwdriver for wiring terminal blocks

FRONT VIEW



REAR VIEW



1.Powering Your SoundScape

Connect the supplied 12V DC Adapter to the '12V DC in' to give power to the device.

2.Connecting Speakers

Wire speakers to the Speaker 1 - 4 terminal blocks, follow the + and - directions if appropriate, insert wires and screw in place with provided screwdriver.

3. Adjusting Volume

Each 'zone' of audio including the background track has its own volume control as shown. Turn clockwise to increase volume and counter clockwise to decrease. (See section 6 for more information).

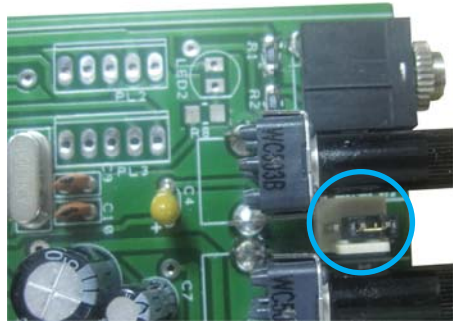
4.Connect Triggers

To utilise button or PIR activation of the SoundScape, you must connect your 3.5mm device to the appropriate input. As standard the SoundScape can power a 5v PIR. Adjusting a jumper on the board can change this to 12v.

To access the jumper you must unscrew the rear of the soundscape and pull out the board (it will slide out). The jumper is located near the trigger input.

Move the jumper from this position

To this position



The SoundScape will now power a 12v PIR.

5.Adjust 'Trigger Delay'

This is used in conjunction with either button or PIR activation. It determines how long between a full play of the programmed content, the SoundScape will wait until it can be activated again. (See section 6 for more information).

6. Add content to your SoundScape

To add content to your SoundScape you must program the supplied MicroSD cards and insert these into the appropriate MicroSD slots: see the 'Programming Content' section below for more details.

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5. PROGRAMMING CONTENT

Content for your SoundScape is stored on the supplied MicroSD cards. To add content you will need;

1) Audio Content in .mp3 format
2) A PC or laptop with Windows OS
3) 5 x MicroSD Cards *(supplied)*
4) MicroSD to USB convertor *(supplied)*

How it works

The SoundScape uses 5 audio tracks played through 4 speakers;

The first track is played through all 4 speakers as a background track, the remaining 4 tracks are played through an individual speaker each allowing you to create 4 zones of audio.

Each MicroSD Card can play a single track for each zone, how you place these speakers is purely up to you, they need not be in the configuration displayed above, this graphic is for representative purposes.

With the above configuration Zone 1 audio (green) is played bottom right, Zone 2 (Red) top right, Zone 3 (yellow) bottom left, Zone 4 (orange) top left and the background audio (bue) through all speakers.

Programming Content

Step1

Prepare your audio files for transfer, we recommend you use .mp3 files however .wav files are also supported. The name of your files doesn't matter however for simplicity we recommend you name them 'Background, Zone1, Zone2, Zone3, Zone4'.

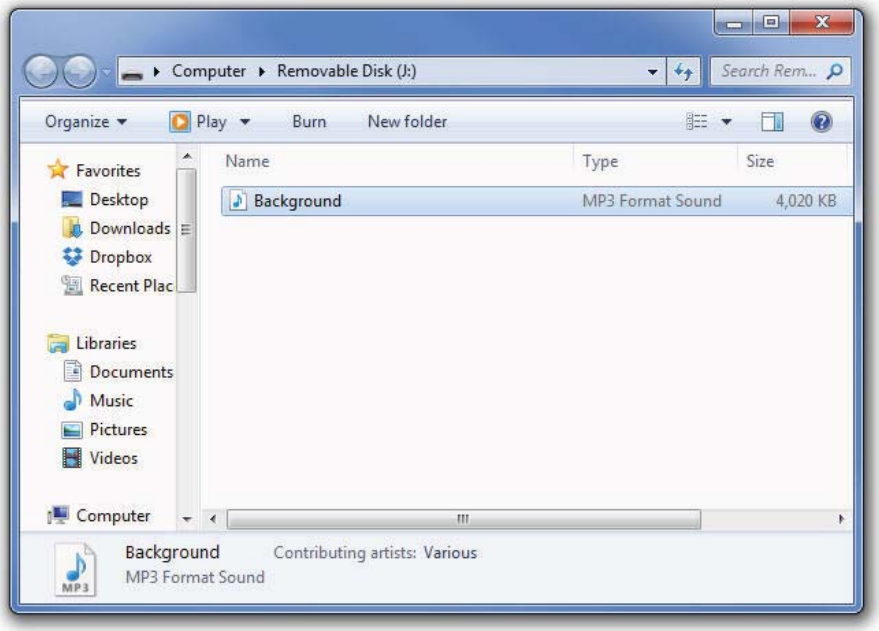
Step2

Insert the MicroSD Cards into the MicroSD - USB convertor, and connect to your PC.

Step3

Transfer each file to the appropriate MicroSD card.

Note: Use a single track per audio zone (1 track on each MicroSD card).



Step4

Insert each MicroSD Card into the assigned slots - make sure you use the correct slot for each track.

6. DELAY AND MASTER VOLUME CONTROL

Six controls on the rear of the SoundScape allow you to alter the volume of each track as well as the delay between plays should the SoundScape be activated via a trigger (PIR or button).

Volume Controls

The SoundScape allows individual control of the volume levels for each track, this includes the background track as well as each zone of audio.

This provides the ability to fine tune the SoundScape experience and create an immersive audio experience in rooms of differing size and with speakers installed in various locations.

Note: The background track can never be elevated louder in an individual zone than the speaker level is set for that zone.

Delay

The delay control allows you to specify how long after the SoundScape has been triggered it must wait before it can be triggered again.

As standard the SoundScape is non-interruptible which means once it begins playing all content it will continue until content is finished. Without a trigger connected the SoundScape will play content on an endless loop.

When combined with a button or PIR trigger the SoundScape will play through content once and then stop. The delay setting determines how long after content has finished the SoundScape can be triggered again.

This is mainly used in conjunction with a PIR input. The control ranges from 0 seconds to 250 seconds (clockwise - higher, anti-clockwise - lower).

8. STATUS LED'S

On the front of the SoundScape beneath each Micro SD slot is a green LED. These LED's indicate the current SoundScape mode.

Off

SoundScape is powered down (also indicated via a red LED on the rear).

On: Flashing

1) SoundScape is in delay mode - LED's will flash if the SoundScape has completed playing content and is currently in delay mode waiting to be triggered again.

2) If no content (or incompatible content) is discovered on the MicroSD card the adjacent LED will flash.

On: Sequential

Each LED will light on/off sequentially when SoundScape has completed delay mode and is ready to be triggered again.

On: Solid

When content is playing from the adjacent Micro SD card the LED will be on.